GENERIC FORCE COMMANDER

LIEUTENANT COLONEL

50 POINTS

STANDARD ORDERS

MARK YOUR TARGET!

Once this Order has been issued the UNSC player may add 2 additional Halo Dice to their Attack Dice Pool (including Melee). This Order must be issued prior to any Attack being made.

TAKE COVER!

Once this Order has been issued the player may improve the Cover Level of a target Infantry Unit by 1 Level, up to a maximum of Heavy Cover. In the case of Armoured or Flying Vehicles improve a Unit's Soak statistic by 1. This Order must be issued prior to an enemy's Firing Action taking place.

STAY SHARP!

Once this Order has been issued the player may add 1 to a Unit's Reaction Fire result. This Order must be issued prior to any Reaction Fire Test being made.

UNIQUE ABILITY

NOT ONE STEP BACK!

UNSC Commanders are highly trained, highly motivated and an inspiration to the men and women they command.

Once per Game Turn, a UNSC Force Commander will allow a single UNSC Unit to automatically pass a Suppression Test they have been forced to make.

IMPORTANT NOTE: This ability must be executed BEFORE the Suppression Test Dice are rolled.

This is an exact duplication of the original UNSC Commander Card and can be considered 'official'.